



## STUNTS & PYRAMIDS SCORING GRID

The following grid outlines the point ranges for specific sets performed by a MAJORITY of the team with a high level of perfection. Skills performed with LESS than a high level of perfection or by LESS than a majority of the team will move the score in a lower range.

|   | RANGE             | LEVEL 1  | LEVEL 2  | LEVEL 3  | LEVEL 4   | LEVEL 5   |
|---|-------------------|--|--|--|---|---|
| STUNTS<br>Difficulty &<br>Ratio   | 4-6               | 1. Majority Thigh stands<br>2. Above average # of spotters<br>3. Beginner load skills<br>4. Assisted Pop-off<br>5. Lack of transitions   | 1. Majority preps or lower<br>2. Above average # of spotters<br>3. Beginner load skills<br>4. Assisted Pop-off<br>5. Lack of transitions   | 1. Majority Extensions, prep level single leg stunts or lower<br>2. Above average # of spotters<br>3. Beginner load skills<br>4. Straight cradles<br>5. Minimal difficulty of transitions  | 1. Majority extensions or lower with few ext single leg variations<br>2. Above average # of spotters<br>3. Show and Go Stunts<br>4. Straight cradles<br>5. Minimal difficulty of transitions  | 1. Majority extended single leg variations or lower<br>2. Above average spotters<br>3. Straight/single twist cradle from two legged stunts<br>4. Minimal difficulty of transitions  |
|   | 7-8               | 1. Majority single leg thigh stands or show and go preps<br>2. At least 2 body positions in stunt sequence<br>3. Straight cradles<br>4. Minimal to average difficulty of transitions                                 | 1. Majority extensions or prep level single leg stunts<br>2. At least 2 body positions in stunt sequence<br>3. Show and go stunts<br>4. Straight cradles<br>5. Minimal to average difficulty of transitions  | 1. Majority extended single leg stunt variations<br>2. At least 2 body positions in stunt sequence<br>3. Show and go stunts<br>4. High Straight cradles<br>5. Minimal to average difficulty of transitions   | 1. Majority extended single leg variations showing average strength & flexibility<br>2. At least 2 body positions in stunt sequence<br>3. Straight cradle from single leg stunt or single twist from two legged stunt<br>4. Minimal to average difficulty of transitions  | 1. Majority extended single leg variations showing average strength & flexibility<br>2. At least 2 body positions in stunt sequence<br>3. Single twist cradle from ext single leg or double twist from two legged stunts<br>4. Minimal to average difficulty of transitions   |
|   | 9-10              | 1. Majority preps<br>2. Minimum # of spotters allowed<br>3. At least 3 body positions in stunt sequence<br>4. Straight up preps<br>5. High straight cradles<br>6. Average to above average difficulty of transitions | 1. Majority cupie and single leg prep level stunt variations<br>2. At least 3 body positions in stunt sequence<br>3. Minimum # of spotters allowed<br>4. Straight up extensions<br>5. High Straight cradles<br>6. Average to above average difficulty of transitions | 1. Majority extended single leg variations showing above average strength & flexibility<br>2. At least 3 body positions in stunt sequence<br>3. Minimum # of spotters allowed<br>4. Single twist cradles from two legged stunts<br>5. Above average to difficult transitions | 1. Majority extended single leg variations showing above average strength & flexibility<br>2. At least 3 body positions in stunt sequence<br>3. Minimum # of spotters allowed<br>4. Single twist cradle from one leg stunts, double twist from two legged or other advanced dismounts<br>5. Above average to difficult transitions involving twist and/or inversions. | 1. Majority extended single leg variations showing above average strength & flexibility<br>2. At least 3 body positions in stunt sequence<br>3. Minimum # of spotters allowed<br>4. Double twist downs from extended single leg stunts or other advanced dismounts.<br>5. Above average to difficult transitions involving twist and/or inversions. |
| Execution   | 1-3<br>3-4<br>4-5 | Below average technique, flexibility, perfection & synchronization<br>Average technique, flexibility, perfection & synchronization<br>Excellent technique, flexibility, perfection & synchronization                 |  |  |   |   |
| * The deduction system will also determine the routine's overall execution and perfection by affecting the overall score. |                   |  |  |  |   |   |
| Pyramids<br>Difficulty &<br>Ratio   | 4-6               | 1. Pyramid(s) built mostly of stunts below prep level<br>2. Above average # of spotters<br>3. Beginner loading skills<br>4. Assisted dismounts from stunts<br>5. Lack of transitions                                 | 1. Pyramid(s) built mostly of prep level stunts<br>2. Above average # of spotters<br>3. Beginner loading skills<br>4. Assisted dismounts from stunts<br>5. Lack of transitions   | 1. Pyramid(s) built mostly of extensions and prep level stunts<br>2. Above average # of spotters<br>3. Beginner loading skills<br>4. Low straight cradle dismounts<br>5. Lack of or beginner transitions   | 1. Pyramid(s) built mostly of multiple extensions/ BRACED extended single leg stunts<br>2. Above average # of spotters<br>3. Show & Go stunts<br>4. Straight cradles<br>5. Lack of or beginner transitions  | 1. Pyramid(s) built mostly of multiple extensions/ BRACED extended single leg stunts<br>2. Above average # of spotters<br>3. Show & Go stunts<br>4. Straight or single twist cradle from prep level<br>5. Beginner to average difficulty of transitions   |
|   | 7-8               | 1. Pyramid(s) built mostly of stunts at prep level<br>2. Multiple pyramid structures<br>3. Show & Go stunts<br>4. Straight cradle dismounts<br>5. Beginner to average difficulty of transitions                      | 1. Pyramid(s) built mostly of braced extensions<br>2. Multiple pyramid structures<br>3. Show & Go stunts<br>4. Straight cradle dismounts<br>5. Beginner to average difficulty of transitions   | 1. Pyramid(s) built mostly of multiple extensions, extended single leg variations<br>2. Multiple pyramid structures<br>3. Show & Go stunts<br>4. High Straight cradle dismounts<br>5. Average difficulty of transitions  | 1. Pyramid(s) built mostly of multiple extended single leg variations<br>2. Multiple pyramid structures<br>3. Single twist cradles from two legged stunts<br>4. Average difficulty of transitions   | 1. Pyramid(s) built mostly of multiple extended single leg variations showing average strength & flexibility<br>2. Twisting cradles from all stunts/or other advanced dismounts<br>3. Average difficulty of transitions with at least one inversion/ passing through 2 1/2 high level   |
|   | 9-10              | 1. Pyramid(s) built with braced extension(s)<br>2. Multiple pyramid structures<br>3. Minimum # of spotters allowed<br>4. Straight up preps/extensions<br>5. Above average to difficult transitions                   | 1. Pyramid(s) built of multiple extension(s), braced extended single leg variations<br>2. Multiple pyramid structures<br>3. Minimum # of spotters allowed<br>4. Straight up extensions<br>5. High , straight cradles<br>6. Above average to difficult transitions    | 1. Pyramids built mostly of extended single leg variations<br>2. Multiple pyramid structures<br>3. Minimum # of spotters allowed<br>4. Single twist cradles from two legged stunts<br>5. Above average to difficult transitions  | 1. Pyramid(s) built mostly of multiple extended single leg variations showing above average strength & flexibility<br>2. Multiple pyramid structures<br>3. Twisting cradles from all stunts/or other advanced dismounts<br>4. Difficult transitions with Inversions or passing through 2 1/2 high level   | 1. Pyramid(s) built mostly of multiple extended single leg variations showing above average strength & flexibility<br>2. Twisting cradles from all stunts/or other advanced dismounts<br>3. Difficult transitions with more than one inversions and/or passing through 2 1/2 high level   |
| Execution   | 1-3<br>3-4<br>4-5 | Below average technique, flexibility, perfection & synchronization<br>Average technique, flexibility, perfection & synchronization<br>Excellent technique, flexibility, perfection & synchronization                 |  |  |   |   |
| * The deduction system will also determine the routine's overall execution and perfection by affecting the overall score. |                   |  |  |  |   |   |